BREAKPOINT CONTROL IN AN IN-CIRCUIT EMULATION SYSTEM

ABSTRACT OF THE DISCLOSURE

A breakpoint control mechanism for an In-Circuit Emulation system. Break bits are assigned to each instruction address and stored in a lookup table within a base station containing a virtual microcontroller. As a program counter increments, a determination is made as to whether or not a break is to occur by reading the break bit from the lookup table. When a break is to occur, a breakpoint controller issues a break command over an interface to an actual microcontroller under test, thus freeing the microcontroller under test from having to include a look-up table on board for a breakpoint control or otherwise provide specifically for breakpoint control.